MASS EFFECT GALACTIC CHECKLIST

By Teryx – Version 2.6 – September 25th, 2010

Part I – Assignments (Sidequests)

Name: _____ Shepard

Class: _____

Playthrough: _____

Most Assignments cannot be accessed or completed once you have finished your fourth mission world - Finding Liara (Therum), Noveria, Feros and Virmire are plot/mission worlds and missions. *Additionally, many UNC assignments can be found and completed by simply going to where they take place, but you may be missing out on opportunities to persuade, hack, or gain Codex entries, and thus miss XP or Paragon/Renegade points! P/R point value listed is the minimum amount needed to access all persuasion options in that mission. See notes at the end for an explanation of the (F) symbol and contact information.*

First Citadel Visit

Assignment	Found	Done
Unusual Readings/UNC: Distress Call **Found:** Computer in Udina's office **Takes Place:** Argos Rho > Hydra > Metgos	○	☐
Strange Transmission/UNC: Major Kyle **Found:** Computer in Executor Palin's Office **Takes Place:** Hawking Eta > Century > Presrop **Persuade:** 7 Charm/8 Intimidate	○	☐
Citadel: Asari Consort **Found:** Sha'ira, Consort's Chambers, Presidium **Persuade:** 4 Charm/5 Intimidate	○	☐
Citadel: Xeltan's Complaint **Available:** During the events of *Citadel: Asari Consort* **Found:** Xeltan, Elcor and Volus Embassy, Presidium	○	☐
Citadel: Presidium Prophet **Available:** After first meeting with Council **Found:** Preaching Hanar and C-Sec Officer, Presidium **Persuade:** 7 Charm/6 Intimidate	○	☐
Citadel: Scan the Keepers **Available:** After first meeting with Council **Found:** Chorban, Citadel Tower	○	☐
Citadel: Jahleed's Fears **Available:** After first meeting with Council **Found:** Jahleed, upper C-Sec Academy **Persuade:** 7 Charm/6 Intimidate	○	☐
Citadel: The Fan (F) **Available:** After first meeting with Council, continues after becoming a Spectre, and then after a mission world **Found:** Conrad Verner, Upper Markets, Wards **Persuade:** 2 Charm/2 Intimidate	○	1: ☐ 2: ☐ 3: ☐
Citadel: Rita's Sister **Available:** After first meeting with Council **Found:** Rita, Flux, Upper Wards **Persuade:** 7 Charm/6 Intimidate	○	☐
Citadel: Reporter's Request **Available:** After first meeting with Council **Found:** Emily Wong, Upper Wards **Persuade:** 1 Charm/2 Intimidate	○	☐
Citadel: Signal Tracking **Available:** After first meeting with Council **Found:** Suspicious Gambling Machine, Flux, Upper Wards	○	☐
Citadel: Homecoming **Available:** After rescuing Tali **Found:** Samesh Bhatia, Embassies, Presidium **Persuade:** 3 Charm/3 Intimidate	○	☐
Citadel: Doctor Michel **Available:** After rescuing Tali **Found:** Dr. Michel, Med Clinic, Upper Wards **Persuade:** 6 Charm/3 Intimidate	○	☐
Citadel: Schells the Gambler **Available:** After completing *Citadel: Rita's Sister* **Found:** Schells, outside of Flux, Upper Wards **Notes:** You'll get caught if you win over six games	○	☐
Missing Persons/UNC: Privateers **Available:** After becoming a Spectre **Found:** Garoth, Citadel Tower **Takes Place:** Horse Head Nebula > Strenuus > Xawin	○	☐
UNC: Missing Marines **Available:** After becoming a Spectre **Found:** Rear Admiral Kahoku, Citadel Tower **Takes Place:** Artemis Tau > Sparta > Edolus	○	☐
A Person of Interest/UNC: Hostile Takeover (F) **Available:** After becoming a Spectre **Found:** Helena Blake, outside Delan's Emporium, Presidium **Takes Place:** *In either order:* Gemini Sigma > Han > Mavigon Hades Gamma > Dis > Klensal *Unlocks after parts 1 and 2 are completed:* Horse Head Nebula > Fortuna > Amaranthine **Persuade:** 10 Charm/7 Intimidate	○	1: ☐ 2: ☐ 3: ☐
UNC: Missing Survey Team **Available:** After becoming a Spectre **Found:** Radio broadcast in Citadel elevator **Takes Place:** Hades Gamma > Antaeus > Trebin	○	☐
UNC: Hostage **Available:** After becoming a Spectre **Found:** Radio broadcast in Citadel elevator **Takes Place:** Hades Gamma > Farinata > MSV Ontario **Persuade:** 6 Charm/5 Intimidate **Notes:** Having Kaidan in the party may help.	○	☐

Mission World Noveria

Noveria: Smuggling **Found:** Marchant Opold, Port Hanshan **Persuade:** 6 Charm/4 Intimidate	○	☐
Noveria: Espionage **Found:** Mallene Callis, Port Hanshan Mezzanine **Persuade:** 12 Charm/9 Intimidate	○	☐
Doctor at Risk/UNC: Dead Scientists **Found:** Hacking the terminal Port Hanshan's upper mezzanine **Takes Place:** Kepler Verge > Newton > Ontarom **Persuade:** 10 Charm/8 Intimidate **Notes:** Requires Electronics skill. Scene plays out differently with Sole Survivor background.	○	☐

Mission World Feros

Feros: Geth in the Tunnels **Available:** Upon arrival, after speaking to Fai Dan **Found:** Fai Dan, Zhu's Hope	○	☐
Feros: Varren Meat **Available:** Upon arrival, after speaking to Fai Dan **Found:** Davin Reynolds, Zhu's Hope	○	☐
Feros: Water Restoration **Available:** Upon arrival, after speaking to Fai Dan **Found:** Macha Doyle, Zhu's Hope	○	☐
Feros: Power Cells **Available:** Upon arrival, after speaking to Fai Dan **Found:** May O'Connell, Zhu's Hope	○	☐
Investigate Shipments/UNC: Espionage Probe **Found:** Terminal in Zhu's Hope freighter **Takes Place:** Voyager > Amazon > Agebinium **Notes:** Requires Electronics skill.	○	☐
Feros: Data Recovery **Available:** Upon arrival at ExoGeni refugee camp **Found:** Gavin Hossle, ExoGeni refugee camp	○	☐
Investigate Facility/UNC: ExoGeni Facility **Found:** Hack ExoGeni terminal, upper level of ExoGeni facility **Takes Place:** Maroon Sea > Vostok > Nodacrux	○	☐
Investigate Samples/UNC: Colony of the Dead **Found:** Hack ExoGeni server node, upper level of ExoGeni facility **Takes Place:**Maroon Sea > Matano > Chasca **Notes:** Requires Electronics skill	○	☐

Mission World Virmire

(Unlocks after completing two plot missions: any two of *Finding Liara* (Therum), *Noveria* or *Feros*)

Virmire: Wrex and the Genophage (F) **Available:** During Virmire, before infiltrating Saren's base **Found:** While speaking to Captain Kirrahe about the Krogan genophage. Then, approach Wrex **Persuade:** 8 Charm/8 Intimidate **Notes:** Completing the *Wrex: Family Armor* assignment before this point removes Charm requirement	○	☐
Virmire: Assisting Kirrahe's Team (F) **Available:** During the Virmire plot mission **Found:** Automatically triggered **Notes:** If you choose to assist Kirrahe's team, there are four parts to this assignment Part 1: Disable the Triangulation Tower Part 2: Destroy the Satellite Uplink Part 3: Destroy All Five Geth Flyers Part 4: Use the Security Console to Draw Fire to Yourself	○	1: ☐ 2: ☐ 3: ☐ 4: ☐

Return to the Citadel
(After completing at least one plot mission, before Lockdown)

Citadel: Snap Inspection
Available: Upon arrival at the Citadel after completing any plot mission; not available upon Lockdown
Found: Rear Admiral Mikhailovich, outside of the Normandy
Persuade: 9 Charm/9 Intimidate

Citadel: The Fourth Estate (⛽)
Available: After completing any plot mission
Found: Khalisah Al-Jilani, C-Sec Academy
Persuade: 6 Charm/5 Intimidate

Citadel: Family Matter
Available: After completing any plot mission
Found: Michael and Rebekah Petrovsky, Presidium
Persuade: 3 Charm/3 Intimidate

Citadel: Asari Diplomacy (⛽)
Available: After completing any plot mission
Found: Nassana, Embassies Lounge, Presidium
Takes Place: Artemis Tau > Macedon > Sharjila
Persuade: 3 Charm/4 Intimidate

Citadel: Planting a Bug
Available: After completing any plot mission, only available if *Citadel: Reporter's Request* has been completed
Found: Emily Wong, Citadel Tower
Persuade: 4 Charm/5 Intimidate

Background Assignments

Colonist Background – Citadel: I Remember Me
Available: After completing any plot mission
Found: Ride the Docking Bay elevator to C-Sec Academy
Persuade: 7 Charm/7 Intimidate

Spacer Background – Citadel: Old, Unhappy, Far-Off Things
Available: After completing any plot mission
Found: Zabaleta, Wards Access Corridor
Persuade: 4 Charm/5 Intimidate

Earthborn Background – Citadel: Old Friends
Available: After completing any plot mission
Found: Finch in Lower Wards, outside Chora's Den
Persuade: 8 Charm/8 Intimidate
Notes: This is the default Shepard's background.

Squad Member Assignments

Garrus: Find Dr. Saleon
Available: Discuss Garrus's history with C-Sec often
Found: Garrus, on the Normandy
Takes Place: Kepler Verge > Herschel > MSV Fedele

Wrex: Family Armor
Available: Discuss Wrex's family history with him often
Found: Wrex, on the Normandy
Takes Place: Argos Rho > Phoenix > Tuntau
Notes: Requires Decryption skill

Tali: Tali's Pilgrimage/Tali and the Geth (⛽)
Available: After completing *UNC: Geth Incursions*
Found: Tali, on the Normandy
Notes: Requires Decryption skill. Speak to Tali after completing *UNC: Geth Incursions* and accessing the Geth terminal on Solcrum

Alignment Assignments
(Most players will only unlock one of these in a single playthrough; however, you *can* unlock both through careful planning or alternate methods)

Paragon – UNC: Besieged Base
Available: After reaching 80% Paragon
Found: Admiral Hackett will contact you on the Galaxy Map
Takes Place: Hades Gamma > Cacus > Chohe

Renegade – UNC: The Negotiation
Available: After reaching 80% Renegade
Found: Admiral Hackett will contact you on the Galaxy Map
Takes Place: Hades Gamma > Plutus > Nonuel

Uncharted Worlds Assignments

UNC: Lost Module
Available: After gaining control of the Normandy
Found: Enter the Attican Beta cluster
Takes Place: Attican Beta > Hercules > Eletania

UNC: Cerberus
Available: After completing *UNC: Missing Marines*
Found: Admiral Kahoku, Citadel Tower
Takes Place: Voyager > Yangtze > Binthu

UNC: Hades' Dogs (⛽)
Available: After completing *UNC: Cerberus*
Takes Place: Voyager > Columbia > Nepheron

UNC: Rogue VI (⛽)
Available: After reaching level 20
Found: Travel to any system
Takes Place: Local > Sol > Luna
Notes: Allows access to a Specialization class

UNC: Geth Incursions
Available: After becoming a Spectre
Found: Travel to the Armstrong cluster, or find on a terminal on Feros or Virmire.
Takes Place: *Parts 1-4 (Any order)*
Armstrong > Gagarin > Rayingri
Armstrong > Hong > Casbin
Armstrong > Tereshkova > Antibaar
Armstrong > Vamshi > Maji
Part 5 (unlocks after completing the first four)
Armstrong > Grissom > Solcrum
Notes: Hackable terminal in the final part gives you the item required to complete Tali's Squad Member Assignment, *Tali: Tali's Pilgrimage*

1: ☐ 2: ☐ 3: ☐ 4: ☐ 5: ☐

UNC: Listening Post Alpha
Available: After completing Noveria
Found: Entering Erebus, or after *UNC: Listening Post Theta*
Takes Place: Styx Theta > Erebus > Nepmos

UNC: Listening Post Theta
Available: After completing Noveria
Found: Entering Acheron, or after *UNC: Listening Post Alpha*
Takes Place: Styx Theta > Acheron > Altahe

UNC: Depot Sigma-23
Available: After completing Noveria
Found: Computer in Listening Post Theta
Takes Place: Argos Rho > Gorgon > Unidentified Space Facility

UNC: Lost Freighter
Available: After completing a plot mission
Found: Find the MSV Worthington
Takes Place: Gemini Sigma > Ming > MSV Worthington

UNC: Derelict Freighter
Available: After completing Feros
Found: Find the MSV Cornucopia
Takes Place: Maroon Sea > Caspian > MSV Cornucopia

DLC Bring Down the Sky

Bring Down the Sky
Available: After becoming a Spectre
Found: Travel to Asteroid X57
Takes Place: Exodus > Asgard > Asteroid X57
Persuade: 4 Charm/4 Intimidate

X57: Missing Engineers
Available: After becoming a Spectre
Found: Speak to Simon Atwell after disabling a fusion torch, or find an engineer

X57: Avoid the Blasting Caps
Available: After becoming a Spectre
Found: Speak to Simon Atwell after disabling a fusion torch, or find the blasting caps

DLC Pinnacle Station

Pinnacle Station: Combat Missions
Available: Upon arrival
Found: Admiral Ahern, Pinnacle Station
Takes Place: Argos Rho > Phoenix > Pinnacle Station

Pinnacle Station: Vidinos
Available: After completing a combat mission
Found: Complete one combat mission
Takes Place: Argos Rho > Phoenix > Pinnacle Station

Pinnacle Station: Convoy
Available: After completing all combat missions
Found: Admiral Ahern, Pinnacle Station
Takes Place: Argos Rho > Phoenix > Intai'sei

Citadel: Lockdown Assignments

Citadel: Our Own Worst Enemy
Available: During the *Race Against Time* mission
Found: Charles Saracino, Upper Wards

Citadel: Negotiator's Request
Available: During the *Race Against Time* mission
Found: Elias Keeler, outside Flux, Upper Wards
Persuade: 8 Charm/7 Intimidate

Part 2 – Planetary Checklist

Argos Rho Cluster

Gorgon System — Done

Unidentified Space Facility ☐
Board
Assignment - *UNC: Depot Sigma-23*

Hydra System — Done

Canrum ☐
Survey: Turian Insignia

Metgos ☐
Land – *Warning: Level 2 Heat Hazard*
Surveyable:
Heavy Metal, Rare Element, Turian Insignia
Assignment - *UNC: Distress Call*

Syba ☐
Survey: Gas Deposit

Phoenix System — Done

Carbonaceous Asteroid ☐
Survey: Prothean Data Disc

DLC: Pinnacle Station
Intai'Sei ☐
Land
Unlocks after *Pinnacle Station: Combat Missions*
Assignment – *Pinnacle Station: Convoy*

Patashi ☐
Survey: Rare Element

DLC: Pinnacle Station
Pinnacle Station ☐
Land
Assignment – *Pinnacle Station*

Tuntau ☐
Land
Surveyable:
Asari Writings, Heavy Metal, Light Metal
Assignment – *Wrex: Family Armor*

Vebinok ☐
Survey: Light Metal

Armstrong Nebula

Gagarin System — Done

Antirumgon ☐
Survey: Light Metal

Junthor ☐
Survey: Asari Writings

Rayingri ☐
Land
Surveyable:
League of One Medallion, Light Metal, Rare Element x2
Assignment – *UNC: Geth Incursions*

Grissom System — Done
(Unlocks during *UNC: Geth Incursions*)

Benda ☐
Survey: League of One Medallion

Rocky Asteroid ☐
Survey: Rare Element

Solcrum ☐
Land – *Warning: Level 1 Heat Hazard*
Surveyable:
Asari Writings, Light Metal, Rare Element x2
Assignment – *UNC: Geth Incursions (*Final Part)

Zaherux ☐
Survey: Light Metal

Hong System — Done

Casbin ☐
Land
Surveyable:
Heavy Metal, Rare Element x2, Salarian ID Tag
Assignment – *UNC: Geth Incursions*

Matar ☐
Survey: Asari Writings

Treagir ☐
Survey: Light Metal

Tereshkova System — Done

Antibaar ☐
Land – *Warning: Thresher Maw*
Surveyable:
Heavy Metal, Light Metal x2, Prothean Data Disc
Assignment – *UNC: Geth Incursions*

Carbonaceous Asteroid ☐
Survey: League of One Medallion

Patamalrus ☐
Survey: Heavy Metal

Thegeuse ☐
Survey: Heavy Metal

Vamshi System — Done

Maji ☐
Land
Surveyable:
Light Metal x2, Rare Element, Turian Insignia
Assignment - *UNC: Geth Incursions*

Pregel ☐
Survey: Turian Insignia

Artemis Tau Cluster

Athens System — Done

Circe ☐
Survey: Gas Deposit

Pharos ☐
Survey: Turian Insignia

Proteus ☐
Survey: Gas Deposit

Knossos System — Done

Archanes ☐
Survey: Gas Deposit

Carbonaceous Asteroid ☐
Survey: League of One Medallion

Metallic Asteroid ☐
Survey: Heavy Metal

Therum ☐
Mission World: *Finding Liara*

Macedon System — Done

Fargeluse ☐
Survey: Gas Deposit

Metallic Asteroid ☐
Survey: Light Metal

Porolan ☐
Survey: Asari Writings

Sharjila ☐
Land – *Warning: Level 1 Pressure Hazard*
Surveyable:
Asari Writings, Light Metal, Rare Element x2
Assignment – *Citadel: Asari Diplomacy*

Sparta System — Done

Alsages ☐
Survey: Rare Element

Asteroid Cluster ☐
Survey: Prothean Data Disc

Edolus ☐
Land – *Warning: Thresher Maw*
Surveyable:
Heavy Metal, Light Metal, Rare Element, Salarian ID Tag
Assignment – *UNC: Missing Marines*

Ontamalca ☐
Survey: Gas Deposit

Attican Beta Cluster

Hercules System — Done

Eletania ☐
Land – *Warning: Level 1 Toxic Hazard*
Surveyable:
Heavy Metal x2
Assignment – *UNC: Lost Module*

Syided ☐
Survey: League of One Medallion

Zatorus ☐
Survey: Heavy Metal

Theseus System

Done
Feros Mission World
Quana Survey: Light Metal
Sharring Survey: Prothean Data Disc

Exodus Cluster

DLC: Bring Down The Sky

Asgard System

Done
Asteroid X57 Land Assignment – *Bring Down the Sky*

Utopia System

Done
Eden Prime Mission World: *Prologue*

Gemini Sigma Cluster

Han System
(Unlocks upon receiving *UNC: Hostile Takeover*)

Done
Mavigon Land – *Warning: Level 2 Cold Hazard* Surveyable: Heavy Metal, Light Metal, Salarian ID Tag Assignment – *UNC: Hostile Takeover*
Paravin Survey: Asari Writings
Patatanlis Survey: Light Metal

Ming System

Done
Altanorch Survey: League of One Medallion
MSV Worthington Board Assignment – *UNC: Lost Freighter*
Parag Survey: Light Metal

Hades Gamma Cluster

Antaeus System

Done
Edmos Survey: Gas Deposit
Ploba Survey: Asari Writings
Trebin Land – *Warning: Thresher Maw* Surveyable: Rare Element x2, Turian Insignia Assignment – *UNC: Missing Survey Team*
Vemal Survey: Rare Element

Cacus System
(Unlocks upon earning 80% Alignment Points)

Done
Chohe Land – *Warning: Thresher Maw* Surveyable: Asari Writings x3, Heavy Metal, Rare Element Assignment – Paragon Assignment - *UNC: Besieged Base*
Faringor Survey: Rare Element
Zayarter Survey: Heavy Metal

Dis System
(Unlocks upon receiving *UNC: Hostile Takeover*)

Done
Klensal Land Surveyable: Heavy Metal, Light Metal, League of One Medallion Assignment – *UNC: Hostile Takeover*
Metallic Asteroid Survey: Light Metal
Nearrum Survey: Light Metal
Raysha Survey: Turian Insignia

Farinata System

Done
Juntauma Survey: Prothean Data Disc
MSV Ontario Board Assignment – *UNC: Hostage*
Nepneu Survey: Rare Element
Rocky Asteroid Survey: Light Metal

Plutus System
(Unlocks upon earning 80% Alignment Points)

Done
Clocrolis Survey: Rare Element
Mingito Survey: Rare Element
Nonuel Land – *Warning: Thresher Maw (x2)* Surveyable: Asari Writings, League Medallion, Light Metal, Rare Element Assignment – Renegade Assignment - *UNC: The Negotiation*

Hawking Eta Cluster

Century System

Done
Canctra Survey: Light Metal
Metallic Asteroid Survey: Heavy Metal
Presrop Land – *Warning: Thresher Maw* Surveyable: Heavy Metal, Rare Element, Turian Insignia Assignment – *UNC: Major Kyle*
Tharopto Survey: League of One Medallion

Horse Head Nebula

Fortuna System
(Unlocks after finishing parts 1 & 2 of *UNC: Hostile Takeover*)

Done
Amaranthine Land Surveyable: Heavy Metal, Rare Element x2, Turian Insignia Assignment – *UNC: Hostile Takeover*
Maganlis Survey: Turian Insignia
Therumlon Survey: Rare Element

Pax System

Done
Noveria Mission World
Veles Survey: Asari Writings

Strenuus System

Done
Antitarra Survey: Gas Deposit
MSV Majesty Survey: Unlocks Xawin/*UNC: Privateers*
Xawin Land – *Warning: Thresher Maw* Surveyable: Heavy Metal x2, Light Metal, Turian Insignia Assignment – *UNC: Privateers*
Yunthorl Survey: League of One Medallion

Kepler Verge

Herschel System
(Unlocks upon receiving *Garrus: Find Dr. Saleon*)

Done
MSV Fedele Board Assignment – *Garrus: Find Dr. Saleon*
Rocky Asteroid Survey: Heavy Metal

Newton System — Done

Juncro
Survey: Gas Deposit ☐

Klencory
Survey: Asari Writings ☐

Ontarom
Land
Surveyable:
Heavy Metal x2, Turian Insignia
Assignment – *UNC: Dead Scientists* ☐

Local Cluster
(Unlocks upon reaching level 20)

Sol System — Done

Luna
Land
Assignment – *UNC: Rogue VI* ☐

Maroon Sea Cluster
(Unlocks after Feros)

Caspian System — Done

Antida
Survey: Turian Insignia ☐

Clotanca
Survey: Heavy Metal ☐

Farnuri
Survey: Heavy Metal ☐

MSV Cornucopia
Survey: *UNC: Derelict Freighter* ☐

Matano System — Done

Chasca
Land
Surveyable:
Heavy Metal, Light Metal, Prothean Data Disc, Rare Element
Assignment – *UNC: Colony of the Dead* ☐

Metallic Asteroid
Survey: Heavy Metal ☐

Rocky Asteroid
Survey: Prothean Data Disc ☐

Supay
Survey: Light Metal ☐

Vostok System — Done

Metallic Asteroid
Survey: Heavy Metal ☐

Nodacrux
Land
Surveyable:
Heavy Metal, Light Metal, Turian Insignia
Assignment – *UNC: ExoGeni Facility* ☐

Pataiton
Survey: Asari Writings ☐

Pangaea Expanse
(Unlocks after completing all four Mission Worlds)

Refuge System — Done

Ilos
Mission World ☐

Sentry Omega Cluster
(Unlocks after completing any two Mission Worlds)

Hoc System — Done

Virmire
Mission World ☐

Serpent Nebula

Widow System — Done

The Citadel ☐

Styx Theta Cluster
(Unlocks after completing Noveria)

Acheron System — Done

Altahe
Land
Surveyable:
Asari Writings, Heavy Metal, Rare Element
Assignment – *UNC: Listening Post Theta* ☐

Carbonaceous Asteroid
Survey: Turian Insignia ☐

Grosalgen
Survey: Light Metal ☐

Erebus System — Done

Nepmos
Land
Surveyable:
Heavy Metal, League of One Medallion, Light Metal, Rare Element
Assignment – *UNC: Listening Post Alpha* ☐

Quaji
Survey: Heavy Metal ☐

Wermani
Survey: Prothean Data Disc ☐

Voyager Cluster

Amazon System — Done

Agebinium
Land
Surveyable:
Light Metal x2, Rare Element, Turian Insignia
Assignment – *UNC: Espionage Probe* ☐

Sonedma
Survey: Rare Element ☐

Sybin
Survey: Turian Insignia ☐

Tremar
Survey: Gas Deposit ☐

Columbia System (Unlocks after completing *UNC: Cerberus*) — Done

Gromar
Survey: League of One Medallion ☐

Nepheron
Land – *Warning: Thresher Maw*
Surveyable:
Heavy Metal, Light Metal, Rare Element, Salarian ID Tag
Assignment – *UNC: Hades' Dogs* ☐

Ontaheter
Survey: Rare Element ☐

Yangtze System (Unlocks after completing *UNC: Missing Marines*) — Done

Alrumter
Survey: Prothean Data Disc ☐

Binthu
Land
Surveyable:
Heavy Metal, Rare Element, Prothean Data Disc
Assignment – *UNC: Cerberus* ☐

Dregir
Survey: Light Metal ☐

Patajiri
Survey: Rare Element ☐

Part 2.5 – Collection Assignments

UNC: Asari Writings — Done

Asari Writings
10/16 needed for assignment completion ☐

UNC: Locate Signs of Battle — Done

League of One Medallions
10/12 needed for assignment completion ☐

Salarian ID Tags
3/4 needed for assignment completion ☐

UNC: Prothean Data Discs — Done

Prothean Artifacts
7/10 needed for assignment completion ☐

UNC: Turian Insignias — Done

Turian Emblems
13/17 needed for assignment completion ☐

UNC: Valuable Minerals — Done

Gasses
6/10 needed for assignment completion ☐

Heavy Metals
20/34 needed for assignment completion ☐

Light Metals
20/34 needed for assignment completion ☐

Rare Earths/Elements
20/36 needed for assignment completion ☐

Part 3 – Upgrades and Licenses

MediGel Capacity Upgrades

Tier	Available From	Price	Bought
I	**- Morlan** (Citadel Wards, Lower Markets) **- Normandy Requisitions Officer** – (Normandy)	100	☐
II	**- Expat** (Citadel Wards, Upper Markets) **- Morlan** (Citadel Wards, Lower Markets) **- Petozi** (Noveria, Rift Station)	3 125	☐
III	**- Commander Rentola** (Virmire, Salarian Base) **- Opold** (Noveria, Port Hanshan)	12 500	☐
IV	**- C-Sec Requisitions Officer** (Citadel Wards, C-Sec Academy) **- Commander Rentola** (Normandy Cargo Bay, if rescued on Virmire)	56 000	☐
V	**- Delan** (Citadel, Presidium, Financial District) **- Dr. Michel** (Citadel, Medical Center)	111 000	☐

Grenade Capacity Upgrades

Tier	Available From	Price	Bought
I	**- C-Sec Requisitions Officer** (Citadel Wards, C-Sec Academy) **- Normandy Requisitions Officer** (Normandy)	100	☐
II	**- Morlan** (Citadel Wards, Lower Markets) **- Opold** (Noveria: Port Hanshan)	3 125	☐
III	**- Commander Rentola** (Virmire, Salarian Base) **- Expat** (Citadel Wards, Upper Markets)	12 500	☐
IV	**- C-Sec Requisitions Officer** (Citadel Wards, C-Sec Academy) **- Commander Rentola** (Normandy Cargo Bay, if rescued on Virmire)	56 000	☐
V	**- Delan** (Citadel, Presidium, Financial District)	111 000	☐

Manufacturer Licenses

Manufacturer	Level Available	Available From	Gear	Price	Bought
Aldrin Labs	1	**- C-Sec Requisitions Officer** (Citadel Wards, C-Sec Academy)	- Armor - Biotic Amps - Omni-tools	100	☐
Elanus Risk Control	1	**- Commander Rentola** (Virmire, Salarian Base) **- Morlan** (Citadel Wards, Lower Markets)	- Armor - Weapons	100	☐
Elkoss Combine	1	**- Delan** (Citadel, Presidium, Financial District) **- Expat** (Citadel Wards, Upper Markets) **- Opold** (Noveria, Port Hanshan)	- Armor - Omni-tools - Weapons	100	☐
Hahne-Kedar	1	**- Normandy Requisitions Officer** (Normandy)	- Armor - Weapons	--	☐
Sirta Foundation	1	**- Commander Rentola** (Normandy Cargo Bay, if rescued on Virmire) **- Delan** (Citadel, Presidium, Financial District) **- Petozi** (Noveria, Rift Station)	- Armor - Biotic Amps - Omni-tools	100	☐
Ariake Technologies	18	**- C-Sec Requisitions Officer** (Citadel Wards, C-Sec Academy) **- Commander Rentola** (Normandy Cargo Bay, if rescued on Virmire)	- Armor - Omni-tools - Weapons	6 250	☐
Armali Council	18	**- Commander Rentola** (Virmire, Salarian Base) - Can also be earned by completing the *Citadel: Asari Diplomacy* assignment	- Biotic Amps - Omni-tools	6 250	☐
Devlon Industries	18	**- Delan** (Citadel, Presidium, Financial District)	- Armor - Weapons	6 250	☐
Haliat Armory	18	**- Ledra** (Feros, Zhu's Hope)	- Weapons	6 250	☐
Rosenkov Materials	18	**- Opold** (Noveria, Port Hanshan)	- Armor - Weapons	6 250	☐
Armax Arsenal	36	**- Expat** (Citadel Wards, Upper Markets)	- Armor - Biotic Amps - Weapons	30 000	☐
Geth Armory	36	**- Morlan** (Citadel Wards, Lower Markets)	- Armor - Weapons	30 000	☐
Kassa Fabrication	36	**- C-Sec Requisitions Officer** (Citadel Wards, C-Sec Academy) **- Petozi** (Noveria, Rift Station)	- Armor - Biotic Amps - Omni-Tools - Weapons	30 000	☐
Serrice Council (*Serris Council* in game)	36	**- Commander Rentola** (Normandy Cargo Bay, if rescued on Virmire) **- Delan** (Citadel, Presidium, Financial District)	- Armor - Biotic Amps - Omni-tools	30 000	☐
Spectre – Master Gear	--	- Unlocks with *Rich* Achievement (earning 1 million credits)	- Weapons	--	☐

Notes

Mass Effect 2

While most of the missions and sidequests in the first game have at least a minor effect on or are referenced in an imported character's playthrough in the second game, only missions on this checklist that are known to have an impact on available dialogue options or a mission in Mass Effect 2 have been denoted by a () symbol.

Other missions may be referenced or alluded to (sometimes in surprising ways!), so be on the lookout as you explore the second game!

Thank you!

Thank you for downloading this, and I hope you find it useful. Thanks to all who submitted requests, suggestions and corrections, and everyone who let me know that they used the list – I really appreciate that! Thanks again to BioWare for creating such a great game and a fascinating universe.

And a special thanks to Zxaos. For so many reasons. ♥

Please feel free to share this, but do not upload it to other websites without my written permission.

Have fun!

- Teryx

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Latest version and updates can always be found at **http://masseffect.shockfront.net**